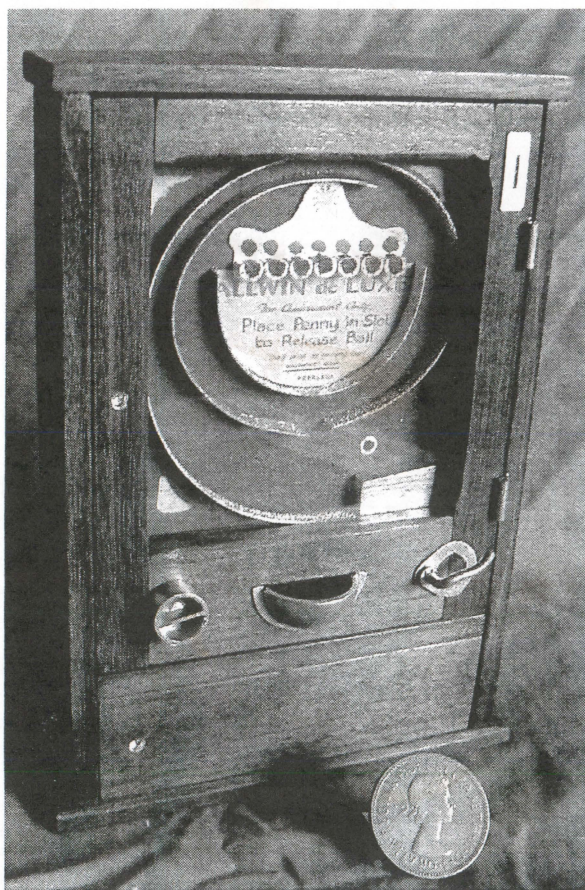


# Mechanical Memories Magazine

ISSUE 26

AUG. 2008



*The only UK subscriber magazine  
dedicated to Vintage coin-operated amusement machines*

# Mechanical Memories Magazine

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# Editorial

Hello, and a very warm welcome to the August 2008 issue of the magazine. “Hang on a minute. What? Why? How?” I hear you all cry in tones of concern and bewilderment, “There isn’t supposed to be a magazine in August!” Yes, I know, I’ve cocked up the dates again! For reasons totally beyond my comprehension, the last issue of the magazine (which was supposed to be June) had July on the front. This is the third time I’ve done this – I must be getting senile! Talk about not knowing what day of the week it is (which I always have difficulty with), I can’t even guess the right month. Anyway, I couldn’t really have two July issues, that would be too confusing (even for me), so I’ve called this one August (although it’s really July). Well, I’m glad we’ve cleared that up!

Now, last month I asked for some feedback regarding an auction in November. Knowing what an apathetic lot slotties can be, I wasn’t over-confident that a great response would be forthcoming. Within a week of the magazine’s publication, you hadn’t let me down – I’d received three emails (so including Jeremy and me, at least five would be attending). However, more was to come, and there has actually been a very impressive response, with a dozen or so machines already committed. So we will be going ahead with an event in November, the date of which I’ve provisionally set as Sunday 30<sup>th</sup>. More on the following page.

By the time you read this, the school summer holidays will have begun and I shall be open daily in Brighton. If you have not yet visited Mechanical Memories, do try to get down – I’m always pleased to see you all. It’s really easy to find, at beach level about fifty yards west of the Palace pier (that’s the one that hasn’t fallen into the sea), and I shall be especially pleased to see you if you bring some old pennies – yes seriously! I’m running dangerously low, and frankly I don’t think I’ll get through the summer. I lose over two thousand a year (that’s people knicking ‘em as souvenirs) and am constantly replenishing my stock, but I am now finding it difficult to find good quality pennies. So if you have a handful of Elizabeth or George VI pennies to spare, please let me have them – you’ll get free goes on the machines anyway.

Well, that’s all for now. The next issue of the magazine should be out during the first week in September (although it may well have February on the front).

All the best

*Jerry*



# News and Coming Events

## MMM November Auction

As I've stated on page 3, due to popular demand Jeremy and I will be running an event on Sunday 30<sup>th</sup> November. The date is provisional at the moment, but I hope to be able to confirm this in the September issue. Just to be on the safe side, mark the 23<sup>rd</sup> in your diaries also, in case we have to make it a week earlier, as we haven't actually booked a venue yet. From the responses I've received, the preference for location seems to be fairly evenly split between the Midlands and further south, so in order to give everyone a fair chance of attending, we'll be in the Midlands for this one – probably Coventry again. As I've stated on more than one occasion, these are **our** events – run by collectors for collectors, but if we are to continue we really must have your support. So start thinking about what machines you can enter in the auction.

## Cameo Auction – 9<sup>th</sup> September

I stated last month that this sale was scheduled for Tuesday 16<sup>th</sup> September. However, the date has now been brought forward to 9<sup>th</sup> September. This is a dispersal sale of a private collection, which includes sixty-five machines plus other related memorabilia. You'll see from Cameo's advertisement on page 24 that there will be a number of rare and interesting machines included in this sale, and one in particular took my eye: '1950s Ruffler & Walker animated clown playing piano'. I wonder whether this could be a Modern Enterprises **Piano Man** – a much rarer sister machine to the far better known **Laughing Sailor** and **Cry Baby** automatons? If you've never seen Piano Man, there's a picture on page 7, and I've written a short piece on Modern Enterprises. Actually, I started writing it months ago, so now seemed a good time to finish it.

## Bonhams Auction – 30<sup>th</sup> September

The Mechanical Music sale at Knowle, on the 30<sup>th</sup> September, includes over twenty coin-op machines. I do not have a full list at present, but as you'll see from Bonhams' advertisement on page 23, a very nice BCo **Little Gem** allwin is included. I hope to have a full list of machines ready for the next issue.



## **Carters going west!**

The Carter family will be presenting their magnificent steam fair on the Beach Lawns, Weston Supermare, throughout August (Sat. 2<sup>nd</sup> – Sun. 31<sup>st</sup>). The fair will then move on to Bristol for three days (Fri. 5<sup>th</sup> – Sun 7<sup>th</sup> Sept.). This will be a radical departure for the fair, whose run is normally confined to the Berkshire/London area. For anyone residing in the West Country who has not yet had an opportunity to visit Carters' fair, now's your chance – don't miss it!

I was very much hoping to be able to visit Carters' fair during the summer, not least because the family have acquired yet another vintage ride – the Lightning Skid. In my younger years, this was one of my favourite rides, and no fair was complete without a skid. It is saddening that these classic machines are now truly 'vintage', with only a few surviving. Anyway, I won't be going now! My loss is the West Country's gain. Enjoy!

## **Dates for your diary**

**Great Dorset Steam Fair** 27<sup>th</sup> – 31<sup>st</sup> August  
Tarrant Hinton, Dorset

**Cameo Auction of Vintage Amusement Machines** 9<sup>th</sup> September  
Reading, Berkshire

**Bonhams Mechanical Music & Collectables Sale** 30<sup>th</sup> September  
Knowle, Nr Coventry

**Jukebox Madness** 25<sup>th</sup> & 26<sup>th</sup> October  
Kempton Park racecourse

**Chicagoland Show** 14<sup>th</sup> – 16<sup>th</sup> November  
Illinois, USA

**Bonhams Fine Mechanical Music Sale** 18<sup>th</sup> November  
Knightsbridge

**MMM Vintage Slot Collectors' Show & Auction** 30<sup>th</sup> November  
(provisional)  
More details next month

# Modern Enterprises Ltd

For over half a century, visitors to the seaside have delighted in popping a penny in the **Laughing Sailor**; a coin-operated automaton that has become for many the iconic epitome of seaside fun. But the Laughing Sailor had sister machines, some of which will be unfamiliar to many readers. All of these machines were the product of Sidney Levin, and they all featured figures made by Leonard Insull, the son of the celebrated maker of ventriloquists' dummies, Leonard Insull Snr.

Sidney Levin commenced manufacture of coin-operated automata shortly after the Second World War, and if surviving numbers are anything to go by, these early machines would have been produced in fairly small numbers. Perhaps the most common survivor is **Sidney Knows**, a fortune telling automaton (although by 'common' I mean 'several'). The player's fortune is given by way of a card; the dispensing mechanism of which is crude to say the least. The card slide is linked directly to the coin slide by a cantilever arrangement, so the player's fortune card pops out simultaneously as he pushes in the coin slide. Sidney then makes a few facial expressions: moving eyes, raising eyebrows etc., which the player probably misses because he's too busy reading his fortune! I once operated a **Gypsy** fortune teller (on loan from another operator), which is also believed to be a Sidney Levin machine. Like Sidney, the gypsy figure is male with similar moving facial features. However, the card dispensing mechanism is an improvement on Sidney's, having a solenoid operated slide that is actuated at the end of the machine's cycle. Unfortunately, the solenoid action is a little too fierce, which can occasionally cause cards to jam.

**Madam Sandra** is another fortune teller, of which at least two are known to survive. Sandra is a little more complex than Sidney, having a motorised arm which picks up the fortune card and dispenses it down a chute, although I'm told that the mechanism is still pretty crude and unreliable. The idea for Madam Sandra probably came from a much earlier machine, produced in America around the turn of the century by Roovers Brothers, and again copied in the 1950s by Genco.

The most prolific period of Sidney Levin's production of automata was with the formation of Modern Enterprises Ltd, around 1950. The machines produced were a radical departure from the fortune tellers in two respects: first, the figures had animated torsos, and second, the machines played pre-recorded sound, provided by a 78rpm record – the machines literally had Dansette record players installed inside them. The bodies of the figures are hollow, and are built around a large spring. In the case of the Laughing Sailor, three cams pull wires attached to the top of the spring, which cause the sailor to lean to the left or to the right; the centre cam makes him chuckle. The sailor is by far the most common survivor, with a considerable number still operating around the country. The original record players have largely been replaced by eight-track cassette players (which are themselves now antiques) or in a few cases, some form of electronic sound reproduction.



*Piano Man*



*Cry Baby*

Although not as common as the Sailor, most will be familiar with **Cry Baby**, which has survived in reasonable numbers. This is one of my favourite machines, and one I'd really love to own. The poor father, who clearly hasn't slept for days, is holding the screaming brat (who is comically over-sized), trying to rock him to sleep, while singing a lullaby – which can only just be heard above the little brat's cries. Brilliant! A much scarcer machine is **Piano Man**. Two are known to survive, but both are believed to be in private collections. (N.B. It is likely that the machine pictured above is the one being offered in the Cameo sale on 9<sup>th</sup> Sept., as the figure in the other known machine is believed to be more smartly dressed, i.e. in top hat and tails).

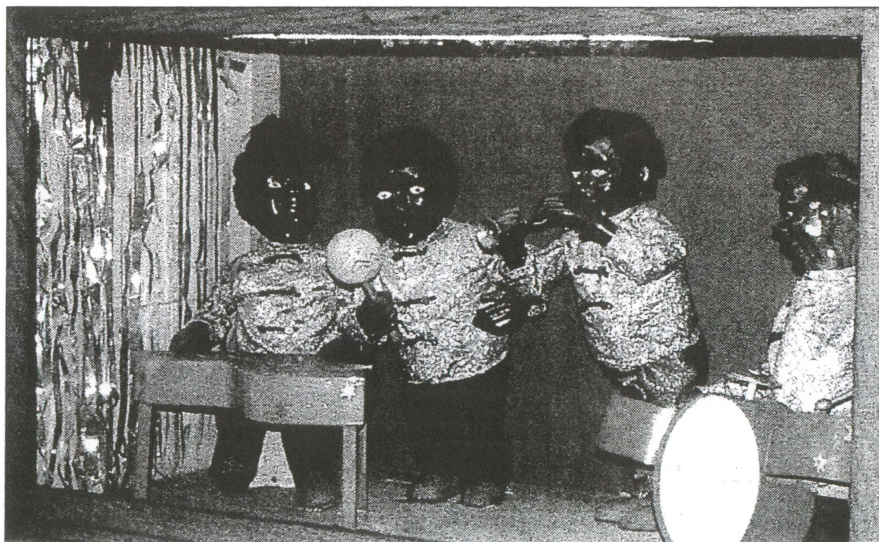
Modern Enterprise machines were distributed through Ruffler & Walker, who eventually took control of the company. It is likely that it was during this period that a number of 'band' machines were produced, which included titles such as **Calypso Band** and **Minstrel band** (all featured black musicians). Only a very small number survive, indicating that they were produced in small numbers. I operate one at Brighton, called



**Jazz Band**, which was originally called **Coon Band** – for obvious reasons the name had to be changed. In common with the other Modern Enterprises machines, the figures in the band machines are built around large springs and operate in exactly the same way, except there are more wires!

Ruffler & Walker produced a number of magic or illusion automatons, which I consider likely were actually made by Modern Enterprises. Perhaps the best of these is **Miracle Man**, of which only one is known to exist. Miracle Man lies horizontal on two stands, and on insertion of a coin appears to levitate, with no strings or wires attached. The illusion works on a principal known to all magicians and illusionists, but to the casual viewer appears completely baffling (no, I'm not going to tell how it works)! At least two other magic automatons exist: **Marvo the Mystic** and **Magical Marvin**, both featuring figures made by Leonard Insull, indicating that these too are the product of Modern Enterprises. The figures in these two similar machines perform a trick that comprises lifting an up-turned hat several times, on each occasion revealing a different object under the hat. This trick was first incorporated into a much earlier machine by Canova – **The Magician** (which also delivered a fortune card).

There is one elusive machine believed to be from Modern Enterprises which almost certainly no longer exists, called **The Opera Singer**. It features a male in top hat & tails and a female dressed in a posh frock (who presumably sing opera)! I have a very poor picture of these two characters, which I shall publish next month. In the meantime, I'm rather hoping someone will come up with some further information or a better picture. Or better still, come up with a machine!



*Jazz Band, which I operate at Mechanical Memories Museum in Brighton.*

# What is it?

A subscriber sent me this picture a while ago and I thought it would be interesting to see if anyone knows what it is. This isn't a competition and there are no prizes, but if you think you can identify this machine, send me an email. I'm pretty sure the vast majority of readers will not have seen a machine like this, although there are at least three who probably have – I don't need to hear from you! Anyway, let me have your ideas, and I'll reveal all next time. (By the way, 'allwin' won't do – that's bloody obvious)!



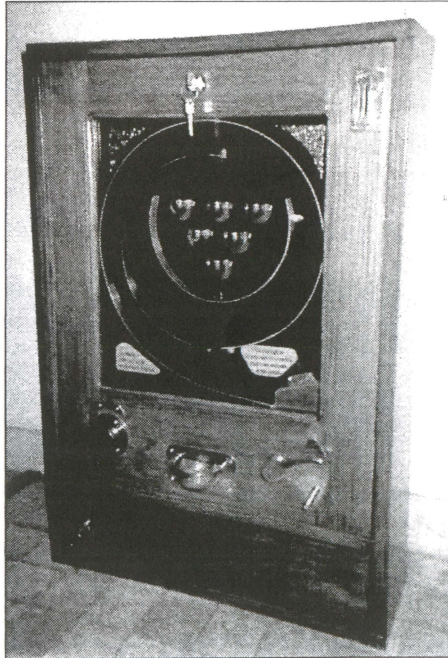


# All Things Great & Small

By Stuart Dale

I was prompted to write this article after reading Johnny Burley's "The Jolly Bobby" in issue 25 of Mechanical Memories Magazine, well done Johnny. It is nice to know that I am not alone in my hobby of making vintage slot machines. I have been an engineer for over 40 years and have always been fascinated by the ingenious mechanisms of the old mechanical machines, and over the past 15 years I have made quite a few of my own style slot machines. I never try to copy or pass them off as original but I do try to make them work in keeping with there vintage cousins. I make all the parts myself and use recycled timber and steel whenever possible. I have also made a few scale models of vintage slot machines, two of which I have included in this article. I hope you like this little look in to my world.

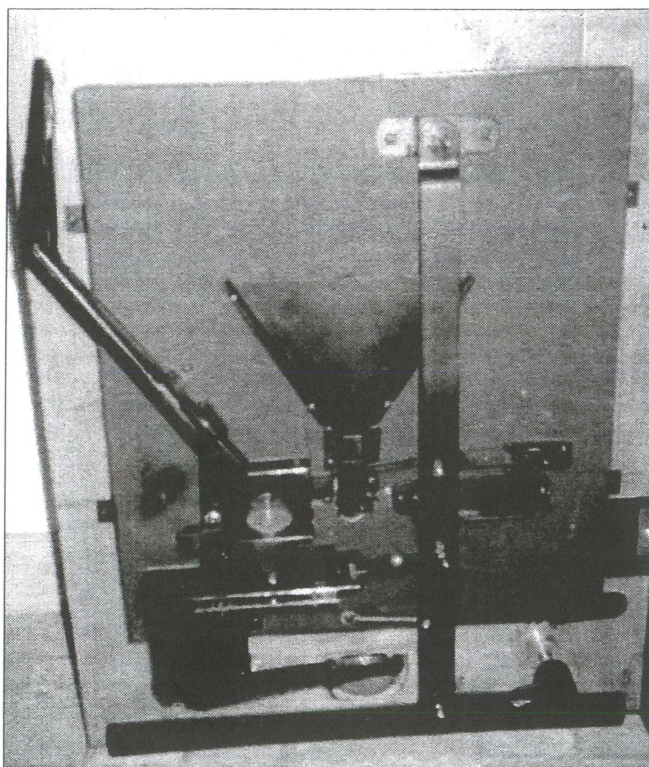
If you want to see more of my work check out my web site called 'Penny Arcade'. You can find a link in the Archive links draw at [www.pennymachines.co.uk](http://www.pennymachines.co.uk)





## Multi-cup Allwin

When I made this machine I decided not to use a gallery for catching the winning ball and used 6 cups instead, and because I like to make all the parts myself I constructed a small press tool for forming the cups from 1.5mm thick brass sheet. I did the same when I made the payout cup, which was then soldered in, to its back plate, the coin slot is handmade in the style of a "Wondermatics" 1d coin slot. All the knobs and track are also handmade from brass, the only parts I had to buy were the spandrels. The back of the playfield is red velvet. The mechanism is of all steel construction and quite basic, and on winning the player gets his penny back and a free ball. The case is made from 16mm furniture grade plywood with wood veneer edging, the door is softwood, all of which was stained and polished.



*Above: the well engineered mechanism from Stuart's multi-cup allwin.*

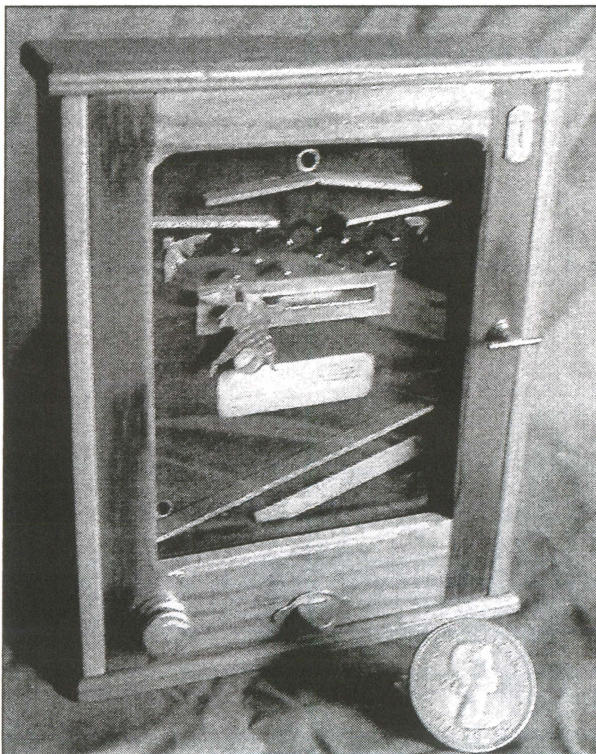
*Opposite page: the front view of the allwin.*

## Model Allwin Delux

This is a model of a typical 1940s Allwin Delux. It stands 7.5 inch tall (19cm) as can be seen by the old British penny. It is made from Mahogany and has been stained and varnished. It took me about 25 hours to make.

## Model Clown Catcher

This is a nice little model of a Clown catcher type machine. It is modelled on a 1900s style machine, and on this model if you turn the lower left-hand knob the clown will move across the playfield just like the full size machine. This model is made from pine and stands 6 inch (15cm) tall, it has been stained with a strong mix of tea and water and then varnished. This model took me over 20 hours to make.



*Above: Stuart's beautifully made model Clown Catcher.*  
**Front cover: Stuart's model Allwin Delux.**

# The rise and fall of the Crane

By Richard Waring

The excellent article by Robert Rowland in the July issue took me back a few years and reminded me of an incident of my own 'back in the day.' I remember being on holiday in Ingoldmells / Skegness around 1972 or '73 when of course a trip to the arcade was compulsory. I was never really drawn to the crane machines, having had a very poor win record on them, but as the arcade was not exactly Las Vegas size, it was either the Crane or bingo (sorry bingo fans) and the Crane game did have some really nice 'Rolex' watches just waiting to be grabbed.

So when it came to my turn the coin went in, forward, stop, and ...oh so close, the shiny Rolex just dropped from the grippers before reaching the trapdoor. But we weren't going to be beaten. Another 10p. The grabber went down – perfect, and as the watch got closer and closer to us we knew this was it. Clunk! Into the tray. We'd done it. We examined our win. Not bad at all. Geoff went next, the fingers of the grabber came down, missed a watch, but a cute little teddy was grabbed by the throat and into the shoot he dropped. My turn again and the watch we had missed the last time was now an easy target. Nothing to shield it. With perfect timing the grabber dropped. The fingers closed round our prize, up and towards us it came. Eager hands were waiting to claim it. This now seemed easy - too easy. We just couldn't loose. Various bits of jewellery and trinkets followed, and anything else that happened to be in the way. By now we had claimed all the top prizes so decided to call it a day, leaving the arcade with a real buzz, we vowed to return next day.

We decided to hit the arcade early next morning before anyone else had a chance to empty the big 'gift box.' As we approached the Crane, coins at the ready our eyes lit up, the machine had been re-filled and there were even more watches and goodies than last time. The 10p went in. Here we go again, another shiny watch coming up! The arm went down, grabbed the watch and ...what? The fingers didn't close properly. Up came the arm returning to the trap door empty. O.K this was put down to a fluke, I would get it right next time. Another coin and another loss. This was getting serious. We all tried but something was not right. The machine had been 'fixed'. Whatever prize we went for the same thing happened. It was obvious that the fingers had been re-adjusted and wouldn't now grip anything hard enough. We had been rumbled, our luck had ran out. Game over. We left the arcade heads down, what an anti-climax! At least we all had a flashy new watch, (mine lasted all of two weeks).

Now whenever I see these crane games I am often tempted to have a go, but think better of it. You never win on them!

*Richard Waring*



# Operating Vintage Slots

By Darren Hesketh

With the seemingly dire state of the collectors market, where do we go from here? As Clive and Jerry have previously stated, the best way to promote this hobby is to allow the public a chance to enjoy and appreciate these machines in all their glory at Vintage Penny Arcades. At my exhibition at the Candle Workshops, I greet visitors from all walks of life with many returning on a regular basis, usually at the request of their children. I believe these youngsters will feel the nostalgia toward these machines as they grow up just as we do today. Obviously, this doesn't help the current situation but may make a difference in the future. I also think the economy has been partly to blame over the last couple of years. Rarely do large collections of quality and interesting machines materialise any more, no doubt partly due to the drop in prices, thus leaving collectors with very little to buy. I also believe that prices aren't likely to improve any time soon without a considerable influx of new collectors.

One thing is for certain, the public certainly love to play on these machines – seeing your arcade buzzing on a Sunday afternoon is truly a sight to behold. Operating these machines can be a very rewarding experience. Unfortunately, anyone expecting to get rich will be sadly disappointed – making a living solely from this type of business is very difficult indeed. Most of these type of displays tend to form part of a larger attraction rather than a sole business. However, as a second income this could definitely be worth considering.

So where do we start? The simplest way to operate as previously mentioned by Clive and Jerry is to travel a small number of machines to local fetes/shows/car boot sales etc. Travelling arcades have operated with as few as half a dozen machines. Anyone wishing to site machines on a more permanent basis should seek out a few local visitor attractions (e.g. zoos, aquariums, parks, museums etc. – in fact almost any leisure environment) and offer them a chance to make some extra cash whilst improving their leisure facilities at the same time. Seek out the 'Let's go with the children' books published annually by Cube publications which are an excellent source of reference and each volume covers different areas of the UK. Explain to the potential site that a display such as this is very good at achieving additional repeat visits to the venue. Not only will your machines earn you some extra dosh, but you will also be giving a lot of pleasure to thousands (hopefully) of annual visitors.

To distribute the old pennies (or other coinage) a change machine can offer convenience if unmanned, or alternatively a counter service may be more appropriate. Obviously, trust will then be an issue. If operating the machines on old pennies, at least half a dozen machines will be required (though ideally a few more) whereas single machines or small displays are more suited to current money – 10p, 20p, 50p etc.

Mixed coinage (old and new) can work to a certain extent, though ideally the two would be separated or just a small number of machines on new money with the bulk on old pennies. If you're operating on old pennies, the rate of exchange will vary from venue to venue, though the current rate would probably be around ten old pennies for £1. It's as simple as that if done on a small scale. Obviously a much larger display will require more work, and anyone in full time employment may find it difficult to put in the hours required. Also, approaching a new site with a very large display can frighten them off, especially as available space is often at a premium, whereas a nice small display which uses up little space would be much more appealing to start off with. Perhaps offer them a short term trial run to see if it works!

Which are the best machines to operate? Obviously the machine's overall condition and reliability has to be considered foremost, though bear in mind very few machines will require no attention at all. The most common problems are simple coin jams, which can be rectified in seconds. Also don't forget variety is the spice of life, although a half dozen allwins will still prove a great attraction at any site. From my own experience, the simpler the better. This guide has been compiled from my own experience at the Candle Workshops plus a small number of other sites. Perhaps other operators could share their own experiences. To test out a machine pre siting, simply throw a few hundred coins through the machine playing it as a customer would (**editor's note:** this includes all the **wrong** coins – 1p, 5p, foreign coins, euros etc.) fairly quickly and see how it stands up. Does it work every time? Does it pay out when it should? Is it difficult to turn the payout knob? Did the machine fall to bits?!! etc. etc.

## **The Machines**

### **Allwin**

Extremely popular. Ensure the machine doesn't pay out too much (i.e. paying out more than it is fed)! Ensure that a young child can easily turn the payout knob on the machine, especially as some can be quite difficult – even for adults! Avoid the more complicated variety of allwin, plus ensure that any 'sweetie' allwins aren't too generous otherwise the public will continually empty the machine and you'll be constantly filling it up!

### **Working Model/Automaton (inc. Laughing Sailor)/Puppet Show etc.**

Very popular. Also very good machines to operate on 'new money', most commonly 20p, though 50p may also be considered. Expect occasional wear, i.e. the odd string may snap etc. Ghostly themes are always popular.

### **Crane**

Exceptionally popular. Use sweets or small novelties etc. and price accordingly. Don't be stingy with the machine's payout, as visitors will come back for more. The look on a child's face as they actually win something (even if only a small sweet) is priceless!

## **Two Player Racer**

Very popular. The Ruffler & Walker type are reputed to be fairly reliable machines.

## **Bryan's Machines**

Bullion, Clock, Fruitbowl and allwins excellent. Avoid the more complicated Bryan's machines which are too complex to operate (i.e. more than one knob), as they tend to confuse the public. No, I'm not kidding!

## **Shooting Game**

Extremely popular. The fairly common Cromptons variety (1960s/70s) are excellent if in good reliable condition. I have no experience of the mechanical Pussy Shooter type, so cannot comment on these.

## **Steer a Coin/Steer a Ball**

Both are excellent machines and extremely popular, although the kids will drive you mad keep banging and spinning the wheels!

## **Fortune Teller**

Extremely popular, especially with females. Spinning pointer type – good and simple. Floor standing Gypsy/card giver – very popular, though attention required (filling up with cards etc). Draw Pullers – fairly popular, though thoroughly test the reliability of the draw mechanism as they are prone to jam-ups. Light up Love Test/Personality Test – good and simple.

## **Clown Catcher**

Popular, though a little too complex for first time players (i.e. two hands required)! A winning catch could simply allow repeat play only or alternatively a winning token could be exchanged for a small prize or a couple of extra coins.

## **Bandit**

Very popular machines, though some can be problematic when in regular use. Frequent jam-ups plus temperamental payout mechanisms. Also, ensure machine doesn't pay out more than it is fed. Test rigorously before siting.

## **Mutoscope**

Popular, though quite slow money takers as people tend to have one go on the machine (as with working models) and often 'share' (take turns) with family and friends.

## **Ice Hockey**

Very popular, though fairly slow money takers due to length of game. Requires a lot of floor space plus a good reliable coin slide and ball release mechanism.



### **Pintable**

Popular machine, though as with the Ice Hockey, requires a reliable coin slide and ball release mechanism. Balls may occasionally jam in the channels under the playfield, though it should only require a 'bang' on the side of the machine to release them! Ideally feature only three to five balls per game, as players tend to get bored part way through (if around ten balls are featured) and leave the remaining balls in play!

### **Gripper/Strength Tester**

Especially popular with males. Simple hand grippers are probably the best, though the player will often 'pull' rather than 'grip'. Ensure the machine is fully secure and cannot be pulled over if a floor-standing model. (In fact, probably best to avoid)!

### **Merchandise**

Extremely popular, though much space is needed and a strong back. WARNING! Try to avoid dropping the machine on your big toe as I did. (Gruesome details: The whole toe nail was ripped upwards and had to be completely removed at casualty, preceded by a very painful local anaesthetic in my toe and a tetanus jab)!

### **Pusher**

Excellent, though players will regularly bang the machine despite being told not to! The smaller variety are more prone to being successfully knocked to gain coins.

### **Tip-em-Off/See Saw**

Very popular machines, despite offering very little gameplay. Easy to operate.

### **Tip the Skittles**

Very popular, though players tend to 'bang' the coin in very hard to ensure it reaches the skittles! This causes many of the higher pins on the playfield to break. (Many players don't realise that it is a vertical drop with a mirrored illusion)!

### **Music Machine**

Although I have no experience of operating a clockwork Polyphon or such like, I suspect this would prove problematic. This type of machine is probably best 'demonstrated'. I did know of a Polyphon a few years back operating on 50p.

### **Shocker**

Just kidding! They can make an interesting display piece though.

Till next time

*Darren*

**Lineage ads. are free to subscribers and will run for two issues, unless you instruct me otherwise. Please ensure I have your ads. by the 20<sup>th</sup> of the month for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2**

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**For Sale**

Old cast iron stand, height 3ft. Ideal base for a slot machine. Phone for details.

Les 07905 372227 (Essex)

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**For Sale**

New old stock, Bryans square Yale locks, with two keys. £10 each, plus £2 p&p

Tony 07974 460742 (Essex)  
or email [vanessa.raye@tesco.net](mailto:vanessa.raye@tesco.net)

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**For Sale**

'Hi-Ball' large floor standing 1930s arcade machine by Exhibit Supply Co. In good working order, on 1d play. £400

John 01273 608620 (Brighton)

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**For Sale**

Data East pinball parts  
Most items available

Check out website  
[www.gazzaspinballs.co.uk](http://www.gazzaspinballs.co.uk)

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**For Sale**

Original Clown Tokens  
Brass or Silver  
£25 per 100, inc. p&p

Tony 01622 820263

**Wanted**

Derby Day, 1960s electro-mechanical wall machine by Ruffler & Walker. Must be complete and in good working order.

Rob. 01507 473639

Email: [robert\\_rowland2001@yahoo.co.uk](mailto:robert_rowland2001@yahoo.co.uk)

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**Wanted**

Bagatelles, unusual or with nice graphics. Also old pre 1930s games, I.E. indoor, pub, board games etc.

Ivan 01273 401144

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**For Sale**

Some Mills and Jennings repro reel strips left. £10 per set  
Some original award cards – enquire.  
Mills 5c and 25c original sets of payout slides. £30 per set

Peter 01304 822485 (Kent)

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**For Sale**

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**Wanted**

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Radial pin cam locks. 30mm barrel length, 19mm (3/4") diameter. High quality, high security. Supplied with two keys. Ideal for Bandits, Jukeboxes, Pinballs etc.

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Wiring diagram and/or any information on 'Rotofruit' e/m wall machine.

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**Individual cards  
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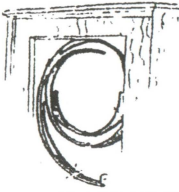
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From Stock

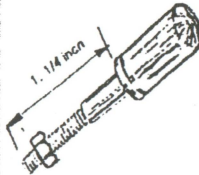
Nostalgic Machines Ltd.  
P.O. Box 32, Wombourne,  
South Staffs WV5 8YS  
Tel / Fax 01902 897879



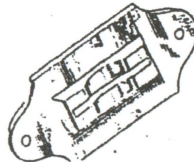
Win Tabs Red printer  
on Silver foil sticky  
backed 12 on a sheet



CHROMED 7 ball win  
gallery. 6 x 1.9/16



CHROMED THUMB  
STOP



COIN SLOT  
to suit 2p but can  
be filed bigger

## PRICE LIST

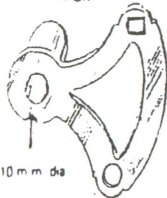
N01 Win Tabs (12 per  
sheet) £15.25

N02 Ball Gallery £12.55

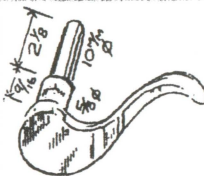
N03 Thumb Stop £6.25

N04 Coin Slot (2p)  
£9.25

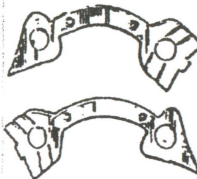
CHROMED TRIGGER  
FRONT



10 mm dia



TRIGGER



CHROMED ARROWS  
Reversible.

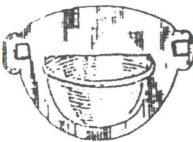
N05 Trigger Front £9.25

N06 Trigger £12.25

N07 Payout Arrow  
£2.55

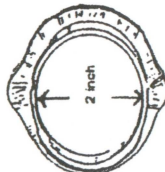
N08 Payout Bowl &  
Surround £15.55

CHROMED PAYOUT BOWL

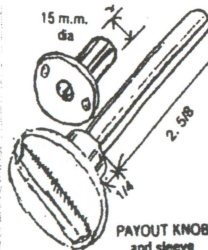


2.5 inch dia cup 2 x 0.25 inch fixing  
squares at 3.75 inch centres.

CHROMED KNOB SHIELD



2 x tapped M5 fixing holes on  
extended nipples 2.1/2 centres.



PAYOUT KNOB  
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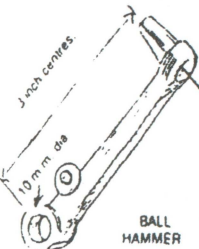
N09 Payout Knob  
Shield £9.95

N10 Payout Knob &  
Sleeve £11.95

N11 Ball Hammer £4.95

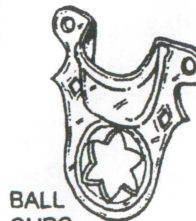
N12 Ball Cups  
1-5 £9.99each  
6-10 £7.99each  
11+ £5.99each

N13 Spandrells £14.99



BALL  
HAMMER

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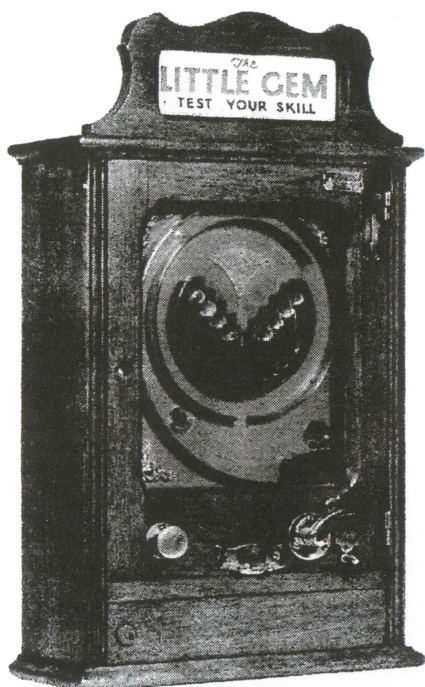
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